Rule of Rose™

Software Manual

MATURE 17+

M

CONTENT RATED BY ESRB

Vmm's Lair

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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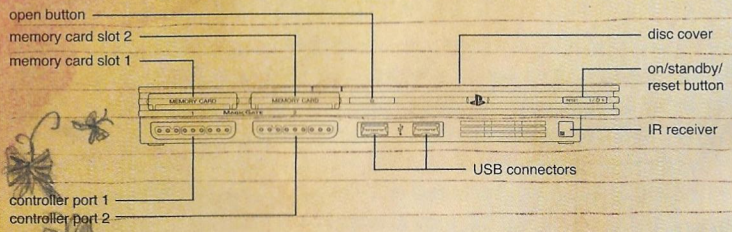
Vimm's Lair

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Rule Of Rose disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

When the opening movie ends, press the START button to view the Main Menu Screen.

New Game → Select this option to start from the beginning of the game.

Load Game → Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 and select this option if you want to resume from a previous save. See P24 for more information on saving.

Option → Selecting this option will allow you to adjust the game's settings.

Sound → You can choose between "Stereo" and "Monaural."

BGM Volume → Here, you can set the volume of the background music.

SE Volume → This option will let you adjust the volume of the sound effects.

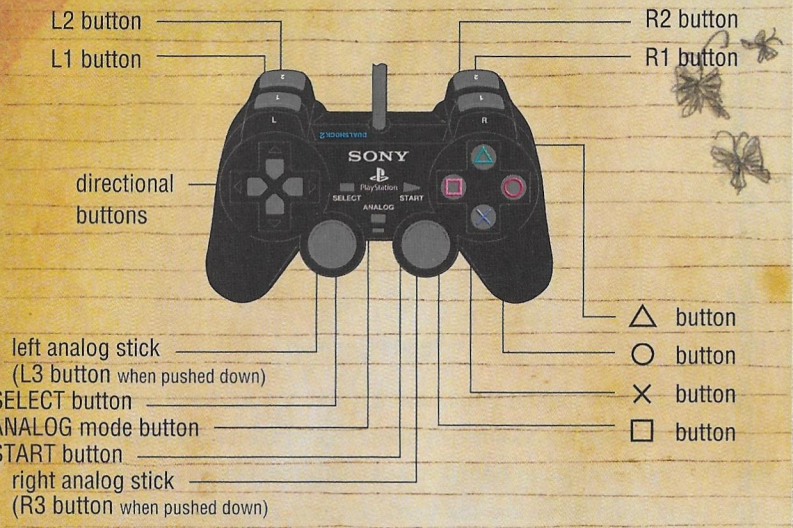
Brightness → Here, you can set the screen brightness.

Noir Filter → Here, you can adjust the graininess of the display.

Vibration → This option allows you to turn the vibration function on/off.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	Game Controls
directional buttons	Select Item/Move (run)
O button	Cancel, Come (command for the dog)/Close Menu/Map
X button	Confirm, Check, Operate, Talk, Attack (While holding the R1 button)
△ button	Go/Find (command for the dog)
button	Stay (command for the dog)
L1 button	Reload (with revolver equipped)
R1 button	Attack Stance
L2 button	Change Camera Angle
R2 button	Change Camera Angle
SELECT button	Open/Close Map
left analog stick	Move, Walk (tilt halfway), Run (tilt all the way)
START button	Start Game/Open Menu/Close Menu
ANALOG mode button	ANALOG mode cannot be turned on/off; it will always be on (the mode indicator will be on). For vibration settings, see P2.

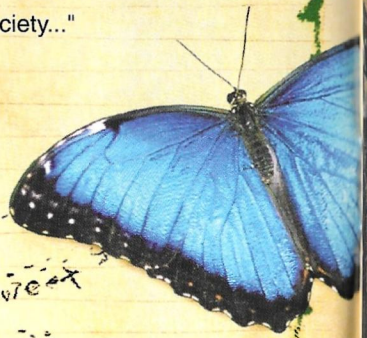
Vimm's Lair

PREFACE

1930s England.

Jennifer wanders unknowingly into an upside down world,
a society not governed by rational adults, but misguided children.
Innocence can be the mindspring from which absurd rules
and cruel behaviors are born, as poor Jennifer soon discovers.
Having sworn to a pact by the red rose,
the girls stray deeper and deeper into the realm
of the unthinkable...

"Welcome to our society..."



CHAPTER I

Rabbit

STORY

While riding on a bus down a moonlit country road,
Jennifer encounters a mysterious boy.
He gets off the bus right after handing her a storybook.
Jennifer gets off too,
but not knowing where she is,
decides to follow the boy.
Soon, she finds herself standing before an old,
lonely-looking mansion.

What was the boy trying to tell her?
Why did he give her a storybook
called The Little Princess?
To discover the answers to these questions,
Jennifer enters the abandoned building…

Eventually, she finds a dog named Brown,
who turns out to be a loyal companion.
But, what she doesn't understand is
the hostility directed toward her by
the other children.

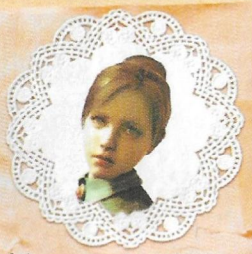
"Where am I?" "Am I…"

Vimm's Lair

CHARACTER PROFILE

Jennifer →

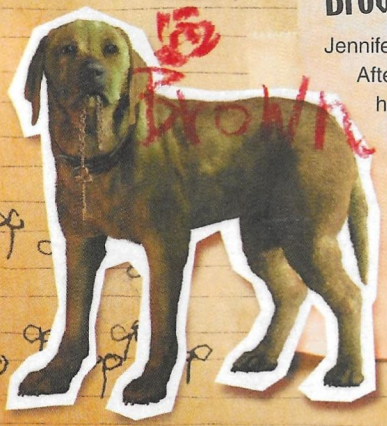
The Timid Girl

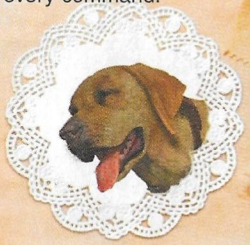


The main character of the game. An unlucky, helpless, and timid girl who's dragged into an alarming world. She's doomed to face unimaginable hardship with her companion Brown. To find a way out of this nightmare, she's forced to obey the ridiculous rules of the Aristocrats of the Red Crayon.

Brown → The Loyal Dog

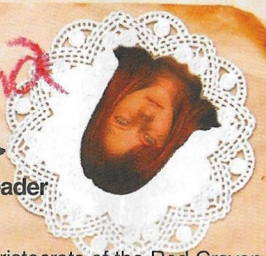
Jennifer's loyal companion.
After being rescued by her in the airship, he'll obey her every command.





The Aristocrats of the Red Crayon

The "Aristocrats of the Red Crayon" is the name of the girls' make-believe society, bound by the rules they've created. Monthly tributes are demanded, and if the rules are defied, punishment will follow.



Diana →

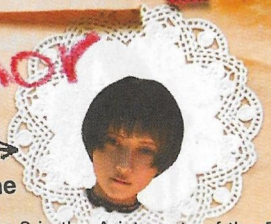
The Proud Leader

Leader of the Aristocrats of the Red Crayon, she's strong-willed, selfish, and most of all, proud. She absolutely hates grown-ups.

Meg →

The Intellectual

She holds the second spot in the pecking order. Intelligent, but inflexible, she considers herself faultless and carries her notebook with her everywhere. She invented numerous devices for the airship.



Eleanor →

The Quiet One

She is ranked No. 3 in the Aristocrats of the Red Crayon. Nobody knows what's on her mind, because she's so distant and cold. She carries a bird cage in anticipation of finding a bird that will bring her happiness.

Vimm's Lair

Wendy → The Kindhearted Girl

Though not very healthy, she is a kind and admirable girl who takes care of the rabbits. She's the only one who's friendly to Jennifer.

Amanda → The Follower

Until Jennifer showed up, she was the lowest ranked one in the children's society. She's so happy not to be at the bottom anymore that she works really hard to fulfill her monthly tribute and maintain her new rank. Her daily chores include sewing rags with a sewing machine that has no thread.

The Mysterious Man

He often checks on Jennifer and the other children, but his intentions are unknown. The children simply think of him as the man who gives them treats.

Enemy Character

Jennifer will meet various kinds of enemies. It is not always wise to fight them; sometimes, it's better to just run away.

The Horrible Imp

This is the imp the children talk about in secret, and it's the first enemy Jennifer encounters. Watch out, because it will cling to her and not let go. It appears in every chapter.

The Goat Imp

It lurches towards Jennifer in a peculiar way.

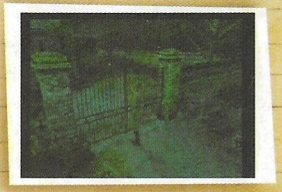
The Fish Imp

It hops around, and if attacked or touched, it will flounder around violently.

Vimm's Lair

Stage Introduction

These are the locations making up the mysterious world Jennifer is stranded in.

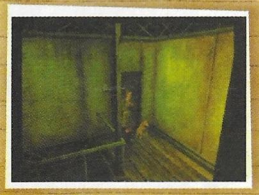


The Orphanage →

The story begins at this mansion, where Jennifer winds up when she follows the boy she met on the bus.

← Ghost Airship

Jennifer is brought to the airship, which drifts high in the sky. She experiences many weird things there.



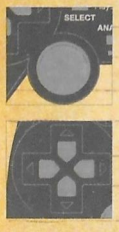
CHAPTER 2

Vinny's Lair

Player Action

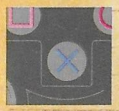
The following actions are available to Jennifer. Be sure to familiarize yourself with them before beginning the game.

left analog stick/directional buttons → Walk/Run



You can make Jennifer walk by tilting the left analog stick halfway. By using the directional buttons or titling the left analog stick all the way, you can make her run.

X button → Inspect/Operate/Talk



By pressing the X button, you can inspect or operate various things in your surroundings. This button is also used to talk to someone, go up or down a ladder, and to open doors.

left analog stick → Shake

When an enemy grabs hold of Jennifer, move the left analog stick quickly back and forth to free her.

R1 button → Attack Stance

Press and hold the R1 button to have Jennifer assume an attack position. Press the directional buttons or tilt the left analog stick while holding the R1 button to make Jennifer strafe. She cannot run in this position.

R1 button / X button → Attack

While holding the R1 button (staying in the attack position), press the X button to attack. The attack will vary depending on the weapon being used.

L1 button → Reload

You can only reload when Jennifer has both a revolver and bullets.

L2 / R2 button → Change Camera Angle

Occasionally, Jennifer or Brown may have a blind spot that you wish to eliminate. In a situation like this, change camera angles for a better view.
Note: there are some places where this cannot be done.

Good-bye

Vimm's Lair

You can put Brown to work once he becomes your companion. He'll obey the following orders.

BROWN

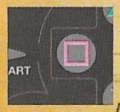
△ button → Go/Find

Press the △ button to have Brown find a particular item (see pages 18-19 for more details). This command can be given even in the attack position. If no item is selected, then Brown will go find the nearest treats.

O button → Come

Press the O button to call Brown. He'll return to Jennifer right away. This command can also be given from the attack position.

button → Stay



Press the button to make Brown stay. This is useful when Brown is walking too fast, or if you don't want to lose him. This command can also be issued from the attack position.

△ button → Threat

Press the △ button to make Brown bark at the nearest enemy. It will halt most, but not all, enemies for a few seconds.

O button → Pet/Hug

Press the O button when Jennifer is near Brown to have her pet and hug him. This command can also be issued from the attack position.

Items that will Restore Brown's Health →

Small Bone

Drumstick

Bacon

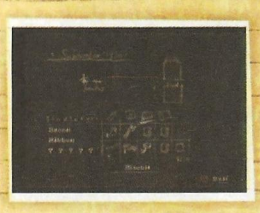
There are other items as well.

FIND

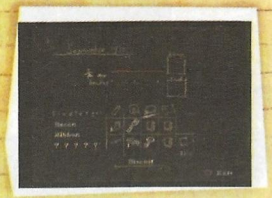
When Brown is ordered to find something, he'll track it down using his keen sense of smell.

Select an Item →

Open up the Item Menu by pressing the START button and place the cursor on an item you would like Brown to smell.



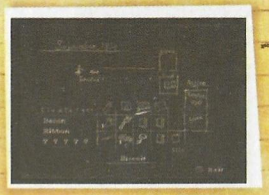
Note the Target Items →



If a list is displayed in the lower left-hand corner of the screen, then Brown can track down one or more related items.
Note: not all items can be used with the "Find" command.

Begin the Search →

Press the X button once to confirm your choice, and again while "Find" is highlighted to select that item.



Follow Brown →

Back on the game screen, press the △ button to make Brown go find the item. If he doesn't go, then either there is no item for him to sniff, or the target is too far away. Try the command in a different location and you may have better luck.

Find the Right Spot →

When Brown reaches the item, he'll bark on the spot. Keep in mind that some items won't be visible until he's tracked them down.

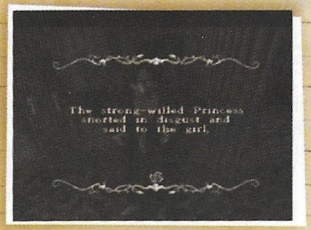
Retrieve the Item →

Press the X button to pick up the item.

Vimm's Lair

Event

Many interesting and surprising events await Jennifer. They can be triggered by talking to certain characters, arriving at particular locations, etc.



The contents of conversations will vary.
Talk to characters repeatedly to receive new clues.

Battle

Jennifer will confront lots of enemies in the game. Run, fight, or cooperate with Brown in order to survive; do whatever it takes to persevere!

To attack, press the X button while holding down the R1 button. But remember, Jennifer is a frail girl. It's not wise to get into a fight without a weapon. Also, she'll move significantly slower once she's been hurt, and her physical strength will be reduced. If Brown takes too much damage, he won't be able to find items. When this happens, give him a restorative item. Remember, the "Find" command will take priority over threatening the enemy. If you want Brown's help in battle, go back to the Menu Screen and undo the "Find" command first. Then, return to the game screen and press the △ button.

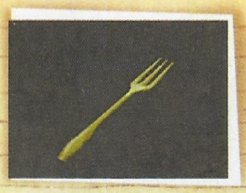
Vimm's Lair

Weapon

Various weapons will be available to you in the game. To change which one you are using, go to the Item Menu and select "Equip" or "Remove."

Dessert Fork →

The first weapon Jennifer will find. Unfortunately, it's not much better than fighting with bare hands.



Paring Knife →

Better than the dessert fork, but still not very effective in a fight.

Steel Pipe →

This weapon will enable Jennifer to attack more effectively with greater range.

Revolver →

This is the most powerful weapon, and it's also good for attacking from a distance. You can reload it by pressing the L1 button.

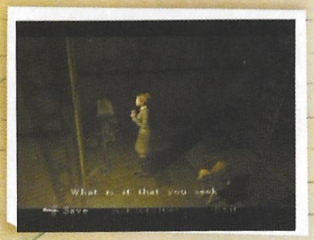
CHAPTER 3

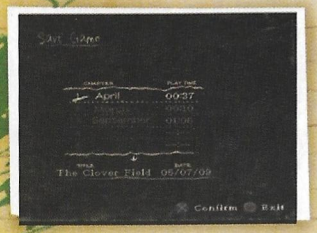
Vimm's Lair

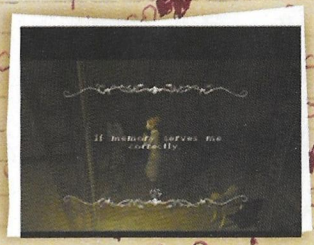
Save Menu

Press the X button to talk to the Bucket Knight and save your progress. He'll also give you useful hints and tips. There are several locations where you can talk to him.

Bucket Knight →







Saving →

Go to the Save Menu and insert a memory card (8MB)(for PlayStation®2) with at least 237KB of free space into MEMORY CARD slot 1.
The maximum number of save files that can be created is 12. Save files are differentiated by chapter and play time.

Ask for Clues →

The Bucket Knight can also give you clues about the game. These clues will vary based on your progress.

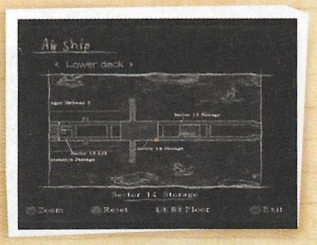
Loading →

To load a previously saved game, select "Load" from the Title Screen.

But one day, Mummy

Map Menu

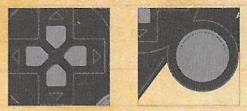
This screen indicates the current position of Jennifer.
If Brown is with her, his location will be indicated too.
Each new area will require a new map.



Once you find a map for an area, you can view it at any time by pressing the SELECT button.

Map Controls

directional buttons/ left analog stick



Scroll Map

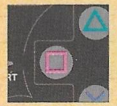
L1/R1 button

Change Floors

△ button

Center the Screen on Jennifer

button



Zoom In/Out

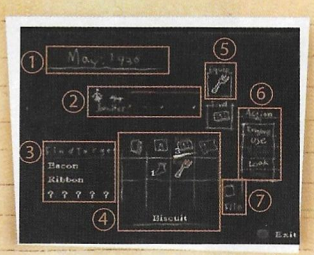
SELECT button / ○ button

Close Map Menu

Vimm's Lair

Item Menu

Press the START button to open the Item Menu. Here, you can equip and use the items you've acquired.



① Chapter

② Jennifer's Life Meter, as well as Brown's. An icon will indicate Brown's status. If he takes a lot of damage, he won't be able to move or find items. When this happens, make sure you give him restorative items.

③ Find Targets. See pages 18-19 for further details.

④ Item selection. The selected item's name is listed below the chart.

⑤ An equipped item

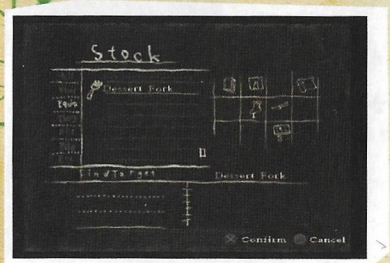
⑥ Action Menu

- Find/Remove ···· Select or remove an item for Brown to sniff.
- Use ···· Use the selected item.
- Equip ···· Equip the selected item.
- Look ···· View a larger picture of the selected item along with a description.
- Drop ···· Discard the selected item. It will be stored in the Rubbish Bin where it can be recovered later.

⑦ Dropped storybooks and diaries can still be read by selecting "File."

Stock Menu
Rubbish Bin

Rubbish Bins are located in certain places. When standing next to one, press the X button to open the Stock Menu. The items you've thrown away are stored inside. You can add or remove items, and the changes will be reflected at any Rubbish Bin.



- All ···· All items will be displayed.
- Food ···· Only restorative items for Jennifer will be shown.
- Equip ···· Items that can be equipped will be listed.
- Dog ···· Restorative items for Brown will be displayed.
- Key ···· A list of keys can be viewed.
- File ···· Storybooks and diaries will be shown.
- Etc ···· All other items will be listed.
- Find Target ···· Items related to the selected item will be shown.

Vimm's Lair

ITEM

There are various kinds of items in the game. Selecting the right item at the right time and place can advance the story.

Biscuit Tin →

You can get some biscuits by finding this.

(Find Target)

Biscuit
?????

Biscuits →

These will restore Jennifer's physical strength. There are other restoration items as well.

(Find Target)

?????

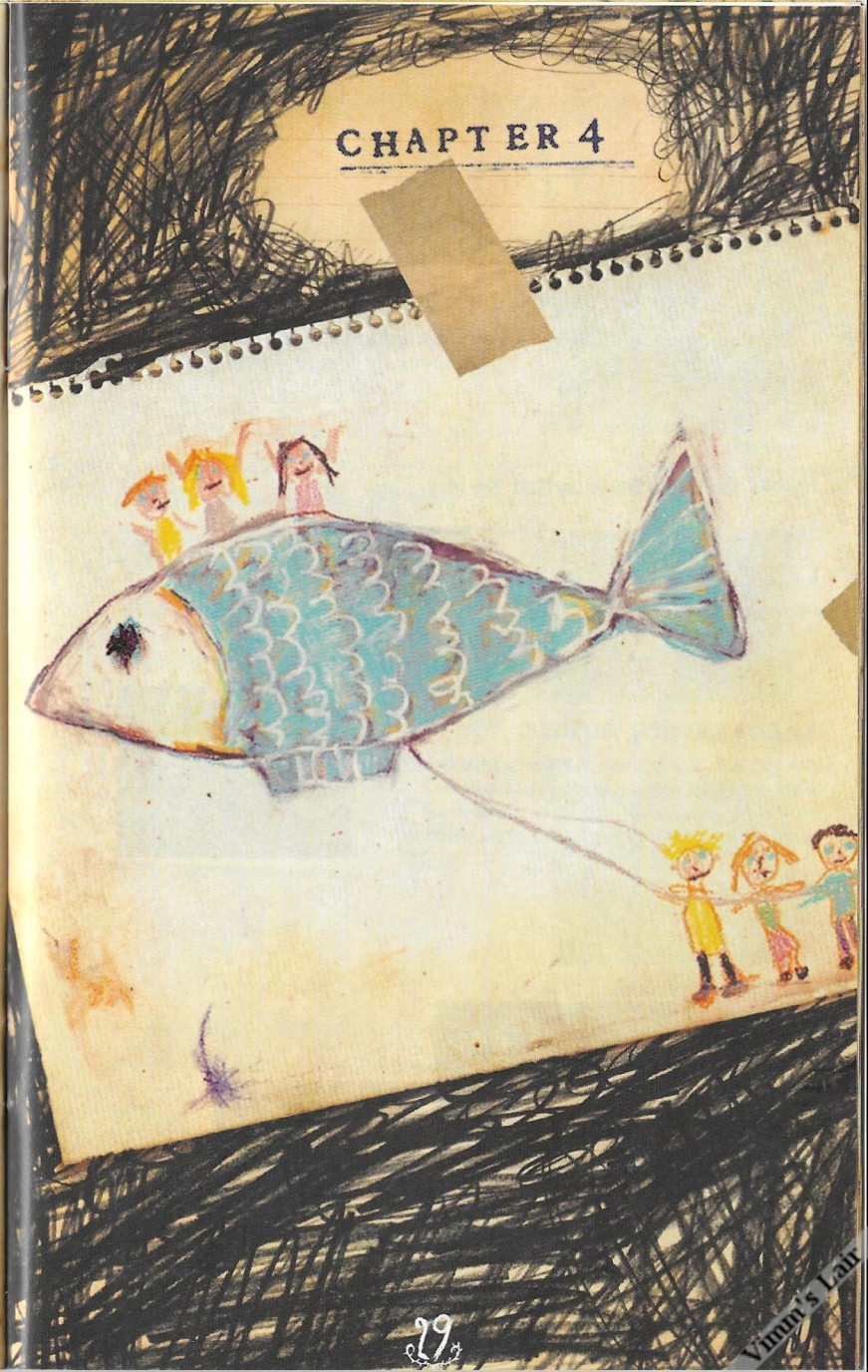
One-Leaf Key →

The key to the One-Leaf Door.

Storybooks →

These are said to be written by Stray Dog. You'll get one in each chapter of the game. They're really strange, because they seem to describe the events occurring around Jennifer.

CHAPTER 4



Vimm's Lair

HINT

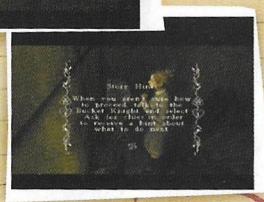
There will be times when you're unable to proceed in the game no matter what you do. Use these hints to help you.

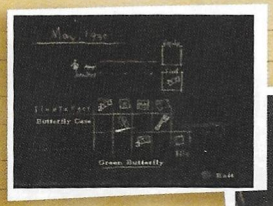
I just don't know what to do. →

Talk to the Bucket Knight or look at your storybooks for clues.
When you are lost, his hints should prove helpful, and the storybooks you acquire may also show you what needs to be done.

I can't go any further. →

Are you sure you've found all the items you need? Think about the situation and any unanswered mysteries. Make Brown track down any unfound items. Those items may lead you in a new direction.



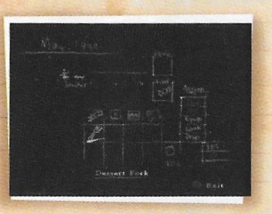


I can't open certain doors. →

Some doors can't be opened, and others can only be opened with keys. Also, some doors can only be opened at certain times.

I threw away an item I need. →

Dropped items aren't completely lost; they're stored in a Rubbish Bin. You can always go to a Rubbish Bin to get them back. The number of items that Jennifer can carry is limited, so drop any unwanted items. Any storybooks or diries you drop can be viewed at any time by selecting "File" from the Item Menu.



I can't defeat certain enemies. →

You don't have to fight every enemy you encounter. Sometimes, it's better to run from them, because if Jennifer takes too much damage, her movement will be slowed.

Brown can't reach the target item. →

Sometimes, Brown follows the scent of an item and runs into something blocking his path such as a wall or closed door.
When this happens, refer to the map, take a detour, and try again.

Vimm's Lair

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" A love sucide "
~ The theme from Rule of Rose ~

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Lyric
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Performed by
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and Tokyo chamber music society orchestra

Recorded by
Hirokazu Akashi

Recorded at
Victor Studio

" Stray Dog Will Have His Peas "
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Christy Strother
Bianca Allen
Rachel Walzer
Melody Chubak
Performer Coordinated by
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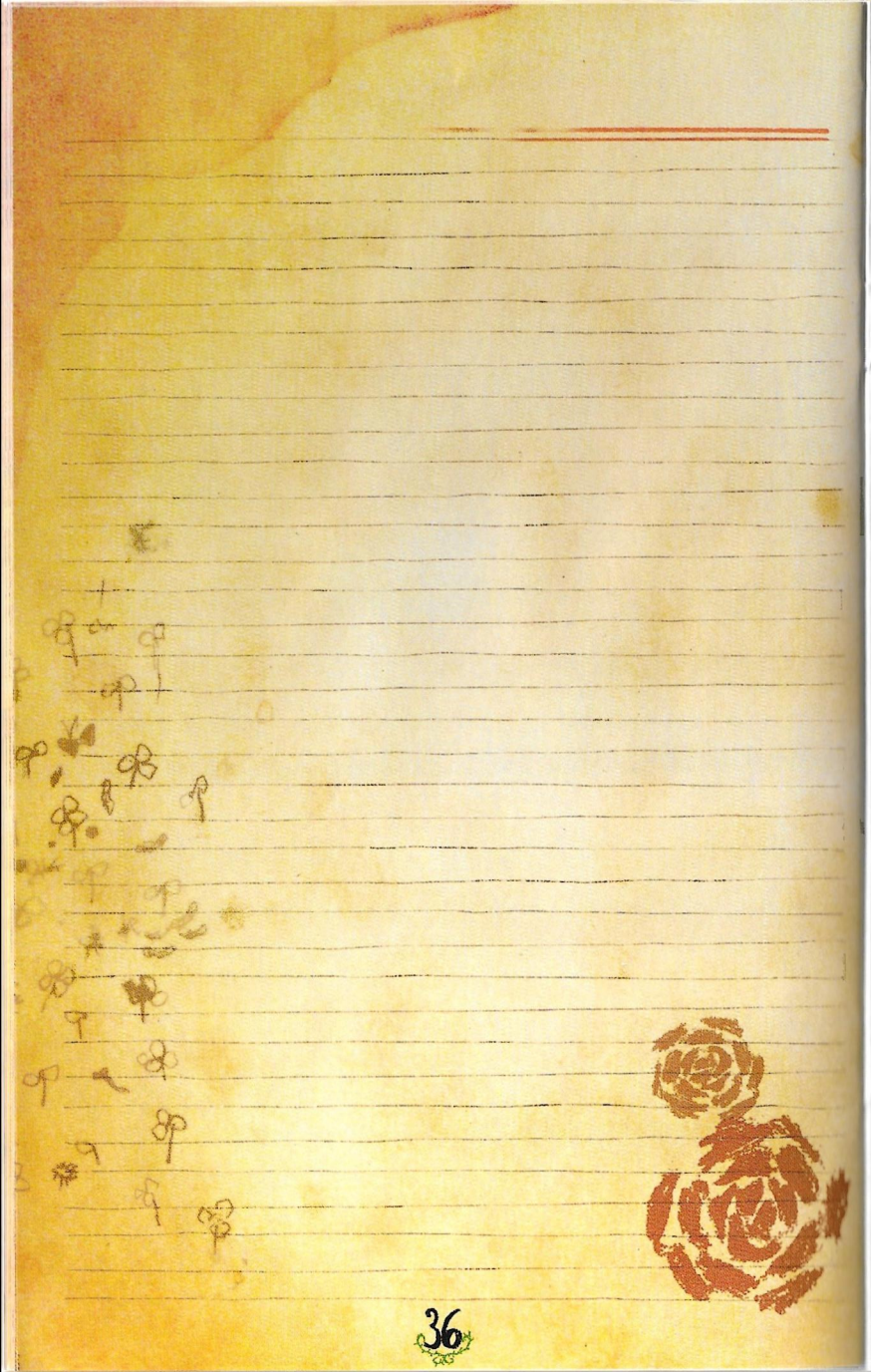
Good-bye

Vimm's Lair

MEMO

Vimm's Lair



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